

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (currently amended) A system for providing real-to-virtual correspondence, comprising:

a memory configured to store a virtualized entity (VENT) table and an a plurality of entity program programs, each program corresponding to an entity contained in the real world; and

a processor configured to execute instructions of each the entity program for:

mimicking actions of the corresponding real world entity entities;

at least one of passing transmitting or receiving information data and passing action to or from one the entity program and the VENT table to another program; and

utilizing information contained in the VENT table to permit permitting direct automation of real world functions without the prior systemization of the real world functions.

2. (canceled).

3. (currently amended) A system as recited in claim 1, wherein the processor is further configured to execute instructions of the entity program for accepting instructions, directly and without prior systemization of real world functions, to automate the real world

functions of a person.

4. (canceled).

5. (currently amended) A system as recited in claim 1, wherein the processor is further configured to execute instructions of the entity program for supporting a speak-listen interaction ~~between~~ for the entity program ~~real world entities~~.

6. (canceled).

7. (currently amended) A system as recited in claim 1, wherein the ~~plurality of entity program programs~~ represents a person or a device ~~persons and/or devices of real organizations~~.

8. (currently amended) A system as recited in claim 1, wherein the VENT table ~~associates~~ ~~processor is further configured to execute instructions for associating physically adjacent real world entities~~ the entity program with an entity program of a second system to permit automatic creation assembly of a channel ~~channels-connecting any two real world entities located in the physical world~~ the entity program to the entity program of the second system and permitting transmission of information between the entity program and the entity program of the second system.

9. (currently amended) A computer-implemented method for providing real-to-

virtual correspondence, comprising:

providing a plurality of entity programs, each entity program corresponding to a different entity contained in the real world;

providing a plurality of virtualized entity (VENT) tables, each VENT table corresponding to one of the plurality of entity programs;

mimicking actions of the corresponding real world entities with the plurality of entity programs;

~~at least one of passing~~ transmitting or receiving information data and passing action from one between the entity programs program to another program; and

utilizing information contained in the VENT tables to permit ~~permitting~~ direct automation of real world functions without the prior systemization of the real world functions.

10. (canceled).

11. (currently amended) A computer-implemented method as recited in claim 9, further comprising:

~~accepting receiving~~ instructions in one of the plurality of entity programs, directly and without prior systemization of real world functions, to automate the real world functions of a person.

12. (canceled).

13. (currently amended) A computer-implemented method as recited in claim 9,  
further comprising:  
supporting a speak-listen interaction between the plurality of entity programs ~~real-world~~  
~~entities.~~

14. (canceled).

15. (currently amended) A computer-implemented method as recited in claim 9,  
wherein the plurality of entity programs represents persons ~~and/or~~ or ~~devices of real~~  
~~organizations.~~

16. (currently amended) A computer-implemented method as recited in claim 9,  
further comprising:  
associating the plurality of entity programs using the plurality of VENT tables ~~physically~~  
~~adjacent real-world entities~~ to permit automatic creation of channels connecting the plurality of  
entity programs and permitting transmission of information between the plurality of entity  
programs ~~any two real-world entities located in the physical world.~~

17. (canceled).

18. (currently) A system as recited in claim 1, wherein the memory stores a data  
structure for use by the entity program, the data structure comprising a decision table that links a

series of tests to the outcomes of those tests, and to the actions taken based upon those outcomes, wherein the decision table organizes and executes the series of tests and the resulting actions.

19. (currently amended) A computer-implemented method as recited in claim 9, further comprising:

storing a data structure for use by at least one of the plurality of entity programs, the data structure comprising a decision table that links a series of tests to the outcomes of those tests, and to the actions taken based upon those outcomes, wherein the decision table organizes and executes the series of tests and the resulting actions.

20. (currently amended) A system as recited in claim 1, wherein the processor is further configured to execute instructions of the entity program for creating a channel ~~pathway~~ through which ~~communication~~ information passes.

21. (currently amended) A computer-implemented method as recited in claim 9, further comprising:

creating ~~a channel pathway~~ channels between the plurality of entity programs through which ~~communication~~ information passes.

22. (currently amended) A system ~~for associating one of a real world action and function to a real world entity that performs one of a real world action and function,~~ comprising:  
a memory configured to store instructions and an entity program; and

a processor configured to execute the instructions stored in the memory for

~~matching a separate distinct~~ the entity program to represent the ~~with one of a~~  
plurality of real world entities, each real world entity performing one of a real world  
action or function, and

enabling the entity program to perform direct automation of the real world action  
or function without the prior systemization of the real world action or function.

23. (canceled).

24. (currently amended) A system as recited in claim 22, wherein the processor is  
further configured to:

~~provide a program environment;~~

execute the entity program to mimic ~~programs mimicking one of actions, activities, or~~  
and functions of the corresponding real world entities ~~entity~~; and

enable the entity program interaction by at least one of passing to transmit or receive  
information data and passing action from one program to another.

25. (currently amended) A system as recited in claim 22, wherein the processor is  
further configured to ~~identify and associate~~ the entity program with an entity program of a second  
system to permit adjacent or adjoining entities in close proximity to each other in the physical  
world, permitting automatic assembly and disassembly of a channel connecting the entity  
program to the entity program of the second system and permitting transmission of information

~~between the entity program and the entity program of the second system the adjoining entities to form channels to connect any program to a corresponding real physical counterpart.~~

26. (currently amended) A system as recited in claim 22 ~~25~~, wherein the processor is further configured to:

automatically find alternative channels for the entity program ~~channel pathways~~;  
permit automatic reservation and release of the channel ~~individual channel entities~~;  
~~needed elsewhere~~; following each single use of a the channel;  
input and output data on a gather-read scatter-write basis to eliminate requirements for any data buffers and data movement within the channel; and  
permit remote physical device operation without the need for physical device embedded processors.

27. (currently amended) A system as recited in claim 22, wherein the processor is further configured to:

accept into any the entity program, without prior systemization, natural and direct instructions; to automate ~~one of the~~ real world ~~actions, activities, and functions~~ action or function of a the corresponding real word entity; and  
execute the natural and direct instructions in any the entity program to automate ~~one of~~ the real world ~~actions, activities, and functions~~ action or function of the corresponding real world entity.

28. (currently amended) A system as recited in claim 22, ~~further comprising a~~ wherein  
the memory is further configured to

store data structures comprising decision tables that link a series of tests to the outcomes  
of those tests, and to the actions taken based upon those outcomes,

wherein the decision tables allow, without prior systemization, natural and direct  
instructions to be organized and executed as a series of tests and resulting actions.

29. (new) A system for providing real to virtual correspondence so that premeditated  
and definable functions performed by a real world entity may be mimicked by a counterpart  
entity program in a virtual world of machine memory, comprising:

a memory configured to store virtualized network (VN) adaptation logic, including a  
virtualized entity (VENT) table, the VN adaptation logic providing a software environment in  
which a plurality of entity programs are executed, each entity program matching one-to-one to a  
counterpart, real world entity; and

a processor configured through the VN adaptation logic to execute instructions to:

cause the execution of any entity program in the software environment whenever  
the entity program receives data and action from another entity program, and

respond to a speak request of a currently executing entity program by passing data  
and action from the speaking entity program to a listening entity program addressed by  
the speaking entity program, enabling virtual-to-virtual interactions.



30. (new) The system of claim 29, wherein the real world entities comprise physical persons, physical devices, conceptual persons, and conceptual devices.

31. (new) The system of claim 29, wherein at least one entity program is capable of accepting initial data about a different real world entity, and placing the initial data into the VENT table, specifying an identity, location, and memory space for the different real world entity to create a new entity program.

32. (new) The system of claim 29, wherein at least one entity program is capable of accepting, compiling, and inserting instructions into a memory space of a different entity program to add or change automated procedures that the different entity program performs when execution is transferred to the different entity program.

33. (new) The system of claim 32, wherein entity program instructions are presented in a hierarchy of decision tables, each decision table linking a series of tests to outcomes of the tests and linking the series of tests to resulting actions to be taken based upon the outcomes.

34. (new) The system of claim 33, wherein the hierarchy of the decision tables is interpreted, and the tests and actions executed, by a recursive portion of the VN adaptation logic.

35. (new) The system of claim 29, wherein the VN adaptation logic accomplishes a virtual-to-physical interaction in response to an entity program speak request to transfer data and

action to a counterpart, real world entity, by repeated virtual-to-virtual interactions comprising the steps of:

using the VENT table to identify, reserve, and assemble a series of physically adjacent real world entities forming a channel to transport data and action between the entity programs and the counterpart, real world entities;

enabling each entity program within the channel to condition its counterpart, real world entity by speaking data and action with conditioning data strings;

allowing end-to-end communication of data and action to pass through the channel; and

restoring the VENT table in order to disassemble the channel and release the counterpart, real world entities for other uses.